

Game Set-up

Open the game board and lay it near your TV. Separate the cardboard Trainer move tokens, Academy Crest badges and all the round Pokémon discs.



Place all the Wild Pokémon (small disks) in the draw bag. Place Trained Pokémon (large disks) in a stack to one side of the board.

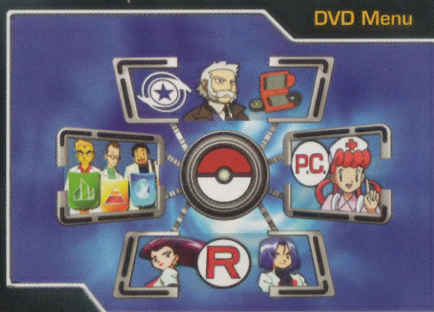
Each player selects a trainer and associated starter Trained Pokémon. Players lay their starter Trained Pokémon in front of them and place their Trainers on the "Start" space on the board.



Now place the DVD into your DVD player. When the Game Menu comes up on the TV, pass the remote control to the first player. You're now ready to play!

Game Play

Players take turns rolling the die and moving their Trainers along the game board according to the die roll. Move in any direction but once a direction is started, a player must finish moving in that same direction on their turn. Players use their DVD remote control to select the icon on the DVD Menu that matches the space they land on.



SPACES ON THE GAME BOARD



Pokéball Trivia Challenge

Capture a wild Pokémon! Impress it with your knowledge by answering a trivia question from the DVD. If a player answers correctly, he/she may collect a wild Pokémon from the draw bag. If incorrect, player remains on the path but is not rewarded with a wild Pokémon.

Academy Entrance

Star spaces represent the entrance to a Pokémon Academy. A player landing here receives a trivia question from one of the Pokémon Professors specifically relating to Pokémon types. If correct, player moves their Trainer into that Academy and immediately continues with the Professor's Academy Challenge. If incorrect, player moves their Trainer to the nearest Pokémon Center and his/her turn ends.



Team Rocket

Players must defeat Team Rocket by defending with Pokémon in their roster. If players do not have the necessary Pokémon types then Team Rocket prevails, resulting in the player being sent to the nearest Pokémon Center as their turn ends.



Pokémon Centers

This space gives players the chance to rest all their Pokémon and Roll Again. Sometimes players may also find Nurse Joy rewarding them with a wild Pokémon!



P.C. STORAGE

P.C. Storage

Pokémon Centers are also the only location where players may re-arrange the wild Pokémon in their party by accessing their P.C. Storage. Players may withdraw and deposit as many wild Pokémon as they wish into P.C. Storage, but may only carry up to six Pokémon.

Academy Challenge Spaces

Players landing here take the Professor's challenge in order to win an Academy Crest from Grass, Fire, or Water Academies.



Professor Oak
Grass Academy



Professor Elm
Fire Academy



Professor Birch
Water Academy

If the player wins, he/she selects one of the Trained Pokémon discs available from that Academy and also receives the Academy Crest for that location. Take the corresponding game pieces and lay them in front of you as a reminder of your progress. If player does not win an Academy Challenge, he/she leaves without an Academy Crest and must take another path before returning to the same Academy for a second chance challenge.



The first player to win all three Academy Crests is declared champion of Champion Island!